Paul **O'Donovan**

Dublin, Ireland

| *My Portfolio Website - www.paulodonovandev.com* | *Email – paulod24@gmail.com* |
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About

As a Computer Science student passionate about software engineering, I strive to use my technical expertise to develop innovative solutions for complex business challenges. I have strengthened my analytical skills and attention to detail through my experience as a tax associate.

Proficient in Python, JavaScript, and Java, with a solid understanding of agile methodologies, I am ready to make valuable contributions to dynamic software development projects and make a meaningful impact.

Education

University College Dublin
MSc in Computer Science   *May 2023 - December 2023*
Expected Grade: 2.1

University College Dublin
Higher Diploma in Computer Science   *September 2022 - May 2023*
GPA: 3.37/4.2

University of Limerick
Bachelor of Business in International Business   *September 2017 - May 2021*
GPA: 3.57/4 Kemmy Pacific Scholarship Recipient

Work experience

Ernst & Young - *Galway, Ireland*
FS Tax Consultant – Wealth & Asset Management   *September 2021 - August 2022*
- Developed the ability to work to strict deadlines, as meeting filing and reporting requirements for clients is essential in this role. I have become adept at managing multiple tasks and projects simultaneously, prioritising my workload, and staying organised to ensure that all deadlines are met.

Brown Brothers Harriman - *Luxembourg*
Depositary Banking Intern   *January 2020- August 2020*
- Assisting with fund onboarding, due diligence, compliance monitoring, reconciliations, and report preparation.
- Supporting the depositary banking team in monitoring compliance with applicable laws, regulations, and fund documentation.

Projects

Dublin Bikes - *Python, JavaScript, Flask, MySQL, CSS, HTML.*
Developed a web application that utilises APIs to fetch data and display Dublin bike stations on a map. The app incorporates a prediction model, leveraging past usage and weather data, to forecast bike availability. Users can plan their rides more efficiently using this application. More information, including the source code, can be found on my GitHub repository.

Asteroids Game - *JavaFX*
Created an Asteroids game using JavaFX, inspired by the original game developed by Atari. The game involves programming the player ship's controls, implementing collision detection, and tracking the player's score. It showcases my skills in JavaFX game development and demonstrates my ability to create an engaging gaming experience. Further information and source code available on my GitHub.

Technical skills

Programming Languages	Python, JavaScript, Java
Libraries/Frameworks	Git, HTML5, CSS3, React.js, Node.js, Next.js
Database	MySQL
Platforms	AWS, Heroku